

Conduit of Ruin 6 Creature -- Eldrazi When you cast this spell, you may search your library for a colorless creature card with mana value 7 or greater, reveal it, then shuffle and put that card on top. The first creature spell you cast each turn costs {2} less to cast. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumbling Vestige Land This land enters tapped. When this land enters, add one mana of any color. {T}: Add {C}. ({C} represents colorless mana.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Vegetation 3 6 Sorcery Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Vegetation 3 6 Sorcery Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Explosive Vegetation 3 6 Sorcery Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Loxias - Standard (Standard Daily Swiss)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haven of the Spirit Dragon Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Dragon creature spell. {2}, {T}, Sacrifice this land: Return target Dragon creature card or Ugin planeswalker card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hedron Archive4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Archive4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Archive4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Archive4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kozilek, the Great Distortion (8)(C)(C) Legendary Creature -- Eldrazi When you cast this spell, if you have fewer than seven cards in hand, draw cards equal to the difference. Menace Discard a card with mana value X: Counter target spell with mana value X. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leaf Gilder (1)(G) Creature -- Elf Druid {T}: Add {G}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leaf Gilder (1)(G) Creature -- Elf Druid {T}: Add {G}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leaf Gilder (1)(G) Creature -- Elf Druid {T}: Add {G}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leaf Gilder (1)(G) Creature -- Elf Druid {T}: Add {G}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Matter Reshaper (2)(C) Creature -- Eldrazi {C} represents colorless mana.) When this creature dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with mana value 3 or less. Otherwise, put that card into your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Matter Reshaper (2)(C) Creature -- Eldrazi {C} represents colorless mana.) When this creature dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with mana value 3 or less. Otherwise, put that card into your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa's Pilgrimage (2)(G) Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Loxias - Standard (Standard Daily Swiss)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Nissa's Pilgrimage 2 6 Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa's Pilgrimage 2 6 Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa's Renewal 5 6 Sorcery Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle. You gain 7 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa's Renewal 5 6 Sorcery Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle. You gain 7 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rattleclaw Mystic 1 6 Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rattleclaw Mystic 1 6 Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rattleclaw Mystic 1 6 Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rattleclaw Mystic 1 6 Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Loxias - Standard (Standard Daily Swiss)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Sanctum of Ugin Land {T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum of Ugin Land {T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum of Ugin Land {T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum of Ugin Land {T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shrine of the Forsaken Gods Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless spells. Activate only if you control seven or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shrine of the Forsaken Gods Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless spells. Activate only if you control seven or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shrine of the Forsaken Gods Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless spells. Activate only if you control seven or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shrine of the Forsaken Gods Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless spells. Activate only if you control seven or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulamog, the Ceaseless Hunger 10 Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog, the Ceaseless Hunger 10 Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog, the Ceaseless Hunger 10 Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bane of Bala Ged 7 Creature -- Eldrazi Whenever this creature attacks, defending player exiles two permanents they control. [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bane of Bala Ged 7 Creature -- Eldrazi Whenever this creature attacks, defending player exiles two permanents they control. [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bane of Bala Ged 7 Creature -- Eldrazi Whenever this creature attacks, defending player exiles two permanents they control. [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bane of Bala Ged 7 Creature -- Eldrazi Whenever this creature attacks, defending player exiles two permanents they control. [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

10

When you cast this spell, create a 10/10 colorless Eldrazi creature token.

10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

10

When you cast this spell, create a 10/10 colorless Eldrazi creature token.

10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Defender
Landfall -- Whenever a land you control enters, you gain 1 life.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Defender
Landfall -- Whenever a land you control enters, you gain 1 life.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Defender
Landfall -- Whenever a land you
control enters, you gain 1 life.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

```
Defender
Landfall -- Whenever a land you
control enters, you gain 1 life.
```

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

As an additional cost to cast this spell, reveal a colorless creature card from your hand. Exile target creature if its power is less than or equal to the revealed card's power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

8

```
[+2]: Ugin deals 3 damage to any
target.
[-X]: Exile each permanent with mana
value X or less that's one or more
colors.
[-10]: You gain 7 life, draw seven
cards, then put up to seven
permanent cards from your hand onto
the battlefield.
```

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨

Your opponents can't cast spells with even mana values. (Zero is even.)

[sideboard]

11/9

botbox.dev

① ②

Prevent all combat damage that would be dealt this turn.

[sideboard]

botbox.dev

① ②

Prevent all combat damage that would be dealt this turn.

[sideboard]

botbox.dev